

***THE IMPLEMENTATION OF AUGMENTED REALITY AS AN
INTERACTIVE LEARNING-TEACHING MEDIA FOR SOLAR
SYSTEM
AT ELEMENTARY SCHOOLS***

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ABSTRACT

The integration of Information Technology (IT) into educational content delivery has progressed rapidly, enhancing the learning experience across various domains. One of the emerging technologies in this field is Augmented Reality (AR), which enables users to visualize three-dimensional objects in real-time and interactive environments. AR is increasingly applied in education due to its ability to present complex concepts in an engaging and intuitive manner. This study explores the implementation of AR as a learning medium for introducing the planets in the solar system to elementary school students. The objective is to review the effectiveness of AR technology in supporting science education, particularly in teaching solar system content. A review of relevant AR research indicates that AR can effectively serve as a medium to visualize and interact with planetary models, improving students' understanding and interest. The development of AR applications in this context may utilize both Marker-Based Tracking and Markerless AR methods to present educational content dynamically and accessibly.